Aidan **Brasseur**

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Skills

Languages   C#, Python, C, TypeScript, SQL, JavaScript, HTML, CSS, Java
Technologies   Azure Cosmos DB, .NET, MySQL, React Native, Flask, ASP.NET, PostgreSQL, Angular, Express, MongoDB, Microsoft SQL Server

Education

University of Toronto   *Toronto, ON*
Honours Bachelor of Science, Computer Science   *Sept 2018 - May 2022*
- Cumulative GPA: 4.0 / 4.0
- Focuses in Artificial Intelligence and Computer Vision
- Selected as a member of the Technology Leadership Initiative, a program designed to prepare students with industry-ready skills, strong leadership capability, and an understanding of the technology landscape by providing industry-integrated courses and leadership development workshops.

Experience

Microsoft   *Redmond, WA*
Software Engineer II   *Nov 2024 - Present*
- Currently working on Copilot Search, enabling token by token streaming for enriched generative AI search experiences.

Microsoft   *Redmond, WA*
Software Engineer   *Aug 2022 - Oct 2024*
- Responsible for redesigning the product publishing pipeline using microservices architecture, enabling more efficient updates of product data and facilitating domain-driven development and testing.
- Implemented the first microservice using C#, .NET, and Azure Cosmos DB to compute product life cycles, reducing redundant calculations by ~50%.
- Created a flexible integration pattern to enable a smooth transition from the legacy system to the life cycle service and future microservices.

Microsoft   *Redmond, WA (Remote)*
Software Engineer Intern   *May 2021 - Aug 2021*
- Designed and implemented a new REST API used for retrieving, filtering, and shaping the format of commerce documents. Developed the API using .NET, C#, and Cosmos DB.
- Prototyped a service for aggregating generalized commerce document data into a single document hierarchical format, replacing numerous dedicated document creation services.

Microsoft   *Redmond, WA (Remote)*
Explorer Intern   *May 2020 - Aug 2020*
- Performed a competitive analysis between Azure and its competitors, comparing the virtual machine creation and publishing experiences. Presented findings to senior PMs and developers to influence future changes to the Azure publishing process.
- Designed and implemented new logo upload process that simplifies the experience for publishers by automatically resizing images. Developed the API using C# and the front-end using the Angular framework.

University of Toronto   *Toronto, ON*
Undergraduate Student Researcher   *May 2019 - Aug 2019*
- Worked with Professor Steve Engels to research the effects of employing situated cognition learning strategies within educational video games.
- Created Foreign Agent, a 3D stealth game designed to teach STEM students immunology concepts. Developed using C# and the Unity game engine.
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Projects

TLDR - deCODE Hackathon   *March 2021*
- Collaborated with Solace over 48 hours to create TLDR, an intelligent messaging service which summarizes channel content that you have missed.
- Developed the core messaging API services using Java, Spring Boot, and the Solace PubSub+ event broker. 🔗 AidanBrasseur
- Leveraged the Google Cloud Natural Language API and Python to analyze and categorize channel contents.

Storytellers of Canada Application   *Sept 2020 - April 2021*
- Developed a mobile application for Storytellers of Canada which enables users to consume Storytellers of Canada content, record and upload their own stories, and respond to other user's stories. Coordinated deployment of the application to the Google Play Store and Apple App Store. 🍎 ▶
- Built the front-end application using TypeScript and React Native, and the RESTful API using Python, Flask, and MySQL. 🔗 AidanBrasseur